



About HTML Vocabulary 1.8

Welcome to the latest release of HTML Vocabulary, your handy reference to the HTML language! I created this program as a help to everyone who creates pages on the web, containing the usual tags for special characters, text styling, lists, forms and other useful tags. I've tried to keep the descriptions short but informative. It is not meant as a beginner's guide to the web, but a reference of almost every existing tag available. It is meant to answer the questions 'what tag is this', 'how do I define that function', 'what are the parameters to this tag' and so on.

This file is \$5 shareware and a part of Nisseb software's \$10 shareware package containing some other useful programs. Please read the enclosed shareware license document for more. Paying the shareware fee would be very appreciated and encourage me to write and update more programs of this kind. Do not disturb modified copies! If you find something incorrect in this text, or have any other comments, suggestions or whatever, please contact me instead! Thank you!

HTML Vocabulary was written in SimpleText and converted into this standalone document using DialogMaker 2.2, ©James W. Walker, 1996. DialogMaker is an excellent tool available at most ftp-sites, and creates standalone textdocument readers, without filling them with sometimes useless features like DocMaker does. This reference is searchable, and you can save the chapters into textfiles, or print them out (requires system 7.x and AppleScript).

How to use the Vocabulary

Before using the vocabulary, you should know a few simple rules about how to write HTML. The Vocabulary does not describe the basics, but it's probably a help on the way to learn the language. You can find more detailed and explained information in magazines, on the net or from other resources. The Vocabulary shouldn't be hard to read, but there are some conventions I am using that you should know about. HTML code is written in blue, as in `` where the tag is bold and the parameters are plain. Parameters written as contained in brackets, such as `[ISMAP]`, are optional and are not needed to be used. Sometimes, a parameter will have options, as in `SIZE=n%ln`, where you may choose either `n%` or `n`. The character `n` is representing a number. In the same way, `text` represents text, `url` the url (address) to a file on the net, and `color` a specified color. You can read more about colors at the end of the Text Styles chapter. A tag with numerous parameters is sometimes written as `<TABLE [...]>`, meaning that the available parameters are too numerous to be listed in the example code. TARGET is used in many tags, but only described in the Picture and objects chapter. Tags or parameters that are not defined in the HTML standards (ie Netscape and/or Explorer extensions) have a red note like **IE NS**. If the tag itself is in the standards but some of the parameters are not, the red text is displayed within parentheses, as in **(IE NS)**. Please note, this Vocabulary does NOT include all available tags. It does NOT include how to write Javascript (and absolutely not the code to those scrolling Javascript texts...). And I give no guarantee that the information given here is fully correct.

A few words about HTML standards...

Almost every browser supports the HTML 2.0 standard, set by the w3 organisation (www.w3.org). The two main browsers in use, Netscape Navigator and Microsoft Internet Explorer also have

support for many tags in the formerly proposed HTML 3.0 definition, as well as some of their own extensions. The HTML 3.2 standard has not all HTML 3.0 tags. Netscape also supports some Explorer extensions, and vice versa. And they both come in new releases with new innovating features very often. In other words, it's very difficult to know which tags are supported by which browsers. The tag for example, is an Explorer extension, but supported in Netscape 3.0b5 and higher... However, don't forget the users of old browsers when you're building your pages. Behind these two giants, there are other browsers such like Cyberdog. Those programs doesn't have that amount of unique tags, and does just support most of the standardized tags instead. Your page should be viewable in all browsers, but if it looks sad in, for example, Cyberdog but not in Explorer and Netscape, it's probably not your problem but Apple's.

Some short basics, after all

In HTML, text between the < and > characters are either ignored by the browser or used as a code, which will make changes to the rest of the text. This is basic, but think about while you're browsing the Vocabulary. Tags with an ending tag are used to change the appearance of the text within those tags. If the browser doesn't support the tag, the tags will be displayed anyway. That's one of the main benefits of HTML. On the other hand, if the tag has no ending tag, it's mean that the tag is something else, maybe an object. Because of this, you can write almost anything you want between < >, and as long as it is not an existing tag, the browser won't even care about it. I guess you already know all this, but keeping it in mind makes it easier to understand how different tags works. To finish the basics, some characters can not be written, and therefore there are entites which is a code for the character within a & and a ; character.

Who am "I" and which other programs have I made?



My name is Carl Bäckström, a 17 years old Swedish boy with some sparetime. If you want to know anything else about me, have a look at my website or send a little friendly mail. Computers aren't the most important part of my life, however, there are a lot of things I like to do before sitting in front of the screen... But when I do, I like to write some simple things for the Mac. There are some other stuff I've done which have been reviewed in magazines such like MacWorld and similar and brought onto CD's like the Netscape Web-authoring CD. Mailto Converter is a program that converts mailed webform results into readable text without the use of any cgi-script or that stuff. Mapper claims to be the easiest way to create imagemaps, webmaps, clickable pictures or what do you like to call it. HTML LinkChecker scans the files for broken links and missing pictures. Calles Eudora Plugins gives some new features to Eudora, and finally there are some less useful and not yet released titles. Check out the website or mail me for information and free copies! All files are parts of my \$10 shareware package. Please read the enclosed shareware license document for more! You can reach me by mail or over the net on the following addresses:

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Version history

1.8.0 (23/03/97)

Added information about Style sheets, layers, even more special characters and updated and added some other tags. Added information in red for tags that are Netscape- or Explorer-extensions. Thanks to Jacob Ehnmark and some others, and sorry for the delay of this upgrade!

1.7.1 (12/01/97)

Spellchecked the Vocabulary, many thanks to Steve VanSlyck and Jerry Åman. Added a few new tags, there will be more. Also upgraded to ManualMaker 2.2 (used v2.0 before) which makes it possible to command-click on url:s to open them if Internet Config is installed. Also increased the height of this window. Users with old screens (like a Classic) may have to resize it manually.

1.7.0 (01/11/96)

Added some more tags, changed font and fixed the linewrapping.

1.6.0 (02/09/96)

Renamed the 'Picture' chapter to 'Picture and objects'. The WRAP parameter description in the Forms chapter is now more detailed, the EMBED tag was added, the HEIGHT parameter was added to the tables and some TARGET options were added in the links chapter. Thanks to Kjell Carli. This version history was also reordered to show the latest changes first.

1.5.0 (16/08/96)

Colorized the text to make it easier to read. Some new HEAD and META tags were added, thanks to Jerry Åman and Thomas Kahn. HTML Vocabulary is now also a part of my \$10 shareware package.

1.4.0 (30/06/96)

Added tags for frames and some new Netscape 3.0 innovations such as multi columns, the spacer tag and more. Also, I added a few words about animated gifs.

1.3.0 (28/05/96)

Added a lot of Internet Explorer tags and sorted the chapters in alphabetic order.

1.2.1 (18/05/96)

Added information about Client Side imagemaps (in earlier versions called Netscape maps). Thanks to Pascal Grenier for the suggestions! This stuff was missed in v1.2, stupid me!

1.2.0 (17/05/96)

Updated the text with some corrections and additions.

1.1.0 (26/04/96)

Changed all(?) painful grammar errors, many thanks to Mr. John Koch! Also fixed some bugs in the text, for example, <TITLE="text"> didn't work quite well... Then I added the "Must end with..." string to most of the tags. Also added a lot of new tags, webmap chapter, forms chapter and more. Finally, I added the "HTML 3.0 tag" and "Netscape tag" where I thought they were needed. Please note that I've probably missed a lot of these notes somewhere, so maybe you find a HTML 3.0 tag without this note. Thanks to Susan Anderson, the first registered user ever, for critique and support!

1.0.0 (17/04/96)

First public release.

Head tags

<HEAD>

Indicates the head-section of the page. Must end with </HEAD>. You can put a lot of tags inside the HEAD tag which will set some preferences for the page, but only the TITLE tag is used frequently. Put it inside the <HTML>-tag.

<TITLE>text</TITLE>

Use it inside the <HEAD> tag. Sets the title of the page (usually the window name) to "text". In Netscape 1.1N (no other browsers, no other versions of Netscape) can you 'animate' the title by inserting more than one TITLE tag.

<BASE [HREF="url"] [TARGET="text"]>

Sets the standard URL for files used in the page. Make it possible to set a pictures path to just the name, if it is in the BASE HREF folder. Using TARGET open all links in a (new) window or frame named "text". If text is "_blank", the window will be unnamed. TARGET is an Netscape extensions, supported in Explorer. (IE NS)

<BASEFONT SIZE=n [FACE="font1, font2, ..."] [COLOR=#RRGGBB]color>

Sets the standard size of the text. It can also set the default font and color of the text. If font1 isn't available in the system, font2 will be used, and so on. BASEFONT is a Netscape extension, supported in Explorer. FACE and COLOR is currently not supported in Netscape. (IE NS)

<BGSOUND SRC="url" [LOOP=n|fixed]>

Plays a background sound while the page is viewed. The sound must be in the .au, .wav or .mid formats. LOOP sets the number of times to play the sound, or INFINITE to play it over and over until the page is closed. Note! Netscape 2.x does only display the background and nothing more (text,pictures, etc) if BGSOUND is used! IE

<ISINDEX HREF="url" [PROMPT="text"]>

Tells the browser that the page is a searchable index. When the page is opened, a dialogbox will ask the user to enter a keyword. HREF is the url to which it will be sent. PROMPT is the text to be displayed in the dialog. If PROMPT isn't defined, this text will be used: "You can search this index. Type the keyword(s) to search for:". Some resources says that you should use ACTION instead of HREF. PROMPT is not defined in the HTML-standard. (IE NS)

<LINK REL="rel" HREF="url" [NAME="text"] [TYPE="mime-type"]>

Used as a toolbar or banner for the page, but it is not supported in all browsers. It can also define a linked style sheet, please see the Style sheets-chapter for more information. NAME is the name of the object, HREF is the url to a page and REL one of the following attributes. Using REL=Home, the link will point to a homepage. ToC goes to a table of contents, Index to an index page, Glossary to a page used as a glossary, Copyright to a page with © information, Up to a page used as a parent for the current page, Next and Previous to the next or previous page, Help to a help page and finally Bookmark to a bookmark (link) page. You can also use Banner. which will use the HREF

page as a banner that won't be scrolled with the rest of the page (like a frame).

<STYLE>

Defines global style sheets, please see the Style sheets-chapter for more. Must end with </STYLE>.

<SCRIPT LANGUAGE=language [SRC="url"]>

A script language can be, for example, JavaScript, ActiveX or VisualBasic. SRC is the source HTML file. Must end with </SCRIPT>. **IE NS**

<NOSCRIPT>

Text within this tag will show up in browsers that do not support the script. Must end with </NOSCRIPT> **IE NS**

Body tags

<BODY [...]>

The actual content of the page. Be sure to only use one pair of BODY-tags! The following properties can be used:

BACKGROUND="url"

Sets the background of the page to a specified picture. This is an HTML 3.2 tag.

BGCOLOR="color"

Sets the background to an RGB color, usually gray.

TEXT="color"

Sets the standard color of the text, usually black.

LINK="color"

Sets the color of the unvisited links, usually blue.

VLINK="color"

Sets the color of the visited links. In Netscape, if not set, usually defaults to magenta and Explorer, if not set, usually defaults to red.

ALINK="color"

Sets the color of the links at the moment the user clicks on them, usually red. **NS**

BGPROPERTIES=fixed

Defines BACKGROUND as a non-scrolling picture. **IE**

LEFTMARGIN=n

Defines the left margin of the page. **IE**

TOPMARGIN=n

Defines the top margin of the page. **IE**

<BODY> must end with </BODY>, usually in the end of the file.

Meta tags

<META [...]>

The META tag is used to give information to the browser or search engines. It should be placed within the HEAD tags. The following parameters can be used:

HTTP-EQUIV="refresh" CONTENT="n ; URL=url"

This will reload the page every n:th second. If URL is specified the page will reload to that page instead of the current. Not all browsers support this feature.

NAME="keywords" CONTENT="word1, word2..."

This will tell a search engine the search keywords for the page. Used by, in example, Alta Vista.

NAME="description" CONTENT="text"

A short description of your page, which are used for example by search engines as AltaVista.

NAME="copyright" CONTENT="text"

A copyright description of the text, for example "© Me 1997".

NAME="distribution" CONTENT=global|local

Defines if the page is an index page (global) or not (local).

NAME="robots" CONTENT="none|nofollow|all|noindex"

A more frequently used way to tell search engines which pages should be indexed. NOFOLLOW will index the present page only, NOINDEX will linked pages only, ALL will index both the present and the linked pages and NONE won't index anything at all.

NAME="text" CONTENT="text"

There are more different META-tags. Some editors use to add their own codes such like NAME="generator", some people use to have NAME="author", etc. It can also be a good place to communicate with those people who's reading your HTML source to see how you've wrote your pages.

Frames

See also "Picture and Objects" for floating frames.

<FRAMESET COLS=def|ROWS=def [FRAMEBORDER=yes|no] [BORDER=n] [BORDERCOLOR=color] [FRAMESPACING=n]>

Defines the frames, and should be placed within the HEAD-tags. COLS and ROWS defines if the page should be split into columns or rows. Since many FRAMESET parameters can be used within each other, columns and rows can be mixed. DEF is a comma-delimited list

of heights or widths of the frames. It can be in dots (n), percent of the page (n%) or in auto (*) format. AUTO will format the rest of the page, for example COLS="100,*". FRAMEBORDER shows or hides the frame dividers. BORDER and BORDERSPACING are different ways to define the width of the border, in pixels. BORDERCOLOR is a colorname or an RGB value that sets the color of the border. Must end with </FRAMESET>. **IE NS**

<NOFRAMES>text**</NOFRAMES>**

Text and pictures within this tag won't show up in browsers that support frames. Must end with </NOFRAMES>. Put the mainframe's content into this tag, and link to the other framed pages. **IE NS**

<FRAME [...]>

Defines a frame within the FRAMESET tag. The following parameters can be used: **IE NS**

NAME="text"

NAME is the name of the frame, for example used in the TARGET parameteres to refer to the specified frame.

SRC=url

The url to the page which should be placed within the tag.

[SCROLLING=yes|no|auto]

Defines if the frame should have scrollbars. If auto is used, scrollbars will be used if they are needed.

[MARGINHEIGHT=n] [MARGINWIDTH=n]

Sets the margins to the frameborder in pixels.

[NORESIZE]

Prevents the user from resizing the frames by dragging the border.

[FRAMEBORDER=yes|no] [BORDER=n] [BORDERCOLOR=color] [FRAMESPACING=n]

The same properties as in the FRAMESET tag.

Other tags

<HTML>

Starts and ends the HTML document. A page should start with the <HTML> tag followed by the HEAD section and it's content inside the <BODY> tag. Finally it should end with </HTML>.

<DOCTYPE>

A tag which usually starts the pages, describing the language in which is written. If the document contains HTML 2.0 code, DOCTYPE should be <!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">. To just define that the content is HTML, use <!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN">. DOCTYPE is not required, and not widely used, but it's no reason to not use it.

Forms

`<FORM ACTION="url" METHOD=method [ENCTYPE=encrypt] [SCRIPT="url"]
[TARGET="text"] [NAME="text"]>`

This is the start tag of a new form. ACTION is the URL of a cgi script, an email address, or a page to which the data will be sent. METHOD is either "post" or "get", depending how the data is to be sent. ENCTYPE is the encryption type, not often used. SCRIPT is a client-side URL script. TARGET is a Netscape extension which opens the result in a specified window or frame, read the Link chapter for more. NAME is an optional parameter which can be useful when languages like JavaScript are used. Must end with `</FORM>`. To convert the result of a mailto: form into readable text, I've written another program named Mailto Converter, also available from my homepage, Info-Mac and other shareware libraries on the net. The program can be downloaded from http://www.calles.pp.se/nisseb/mailto_converter.html, use it if you like.

Note: If ACTION is not defined, Netscape will display an email window with your own subject. I'm not sure if this is an official feature, or if it is supported in all versions of the program.

Input objects

`<INPUT [...]>`

INPUT is a form object, for example a field. The following parameters are allowed:

NAME=text

The name of the object. The result will be sent as 'name=value'

TYPE=text

Defines the object type. Can be either TEXT (Text field), INT (Number field), PASSWORD (Password field, characters is viewed as bullets, •), RADIO (radio button, only one can be selected), CHECKBOX (Selected or not), HIDDEN (A hidden textfield), FILE (A special button which will ask the user for a file to upload. This requires special cgi-scripts and servers.), SUBMIT (a button used to send the form), IMAGE (Imagemap as a submit button) and RESET (a button which reset all objects to their default values). A form must have at least one SUBMIT or IMAGE object.

VALUE=text

Is the default value of the object, for example "Hello" in a text field. If TYPE is RADIO or CHECK, VALUE is returned only if the radiobutton or checkbox is checked. May be used in all objects.

[SIZE=n]

Defines the width of the object in pixels. Not needed in all objects, for example not in buttons.

[MAXLENGTH=n]

Defines the maximum length of the value, for example 3 (characters). Needed in the

same objects as used by the SIZE parameter.

[CHECKED]

Set the highlight of a radiobutton or checkbox to true as default. Not used in other objects.

[SRC="url"]

For use with TYPE=IMAGE only. Same as for the tag.

[ALIGN=right|center|left]

Optional parameter for use with TYPE=IMAGE. Same as for .

Other form objects

<SELECT NAME="text" [SIZE=n] [MULTIPLE]>

Start tag for a popup button or list. Must end with </SELECT>. NAME is the object name and SIZE the number of visible rows. If the optional MULTIPLE parameter is used, the object will be a list. If not, it will show up as a popup button. Multiple items can be highlighted in a list by holding the command and control keys. Use the following tag within the <SELECT> tag:

<OPTION [VALUE=text] [SELECTED]>text2

Defines a new popupmenu option. Don't end with </OPTION>! Value is the text to be sent, usually "text2".

<TEXTAREA NAME=text [COLS=n] [ROWS=n] [WRAP=virtual|physical|off|soft|hard]>

Insert a scrolling text field. COLS is the number of columns (horizontal characters). WRAP is a Netscape tag and sets the text alignment of the text field. OFF is the default option, which will insert horizontal scrollbars to the field. Using another parameter, the text will begin on a new line when reaching the right end of the field. Using physical or hard, the text will be sent wrapped. Using virtual or soft, the text will be viewed but not send wrapped. Must end with </TEXTAREA>. The text between the start and end tag is the default text in the field, for example <TEXTAREA>Hello</TEXTAREA>. (NS)

Links

`text or picture`

Stands for "anchor". URL is the path to the linked file, usually a page, picture or a sound. #ANCHOR is a specified part of a linked page. To link to an email address, use HREF=<mailto:email> where email is the address. Read about the TARGET parameter beneath. You may also check out the FORM tag for another way to send email.

`text or picture`

Defines a new anchor on a page. "text" will not show up for the user and can be anything at all. To link to the anchor from the same page, use ``.

TARGET=text

TARGET can be specified in different tags, for example the link (A) and the FORM tags. It is used to open a link in a specified frame or window named "text". Some special variables can also be used. "_self" will open the link into the current frame (or window), "_top" which will open it in the current window but not in a frame (used for external link in frame pages), "_blank" which will open a new window and "_parent" which will open it in the frame or window that contains the FRAMESET tags for the current frame. To stop using frames, use the "_parent" parameter, and be sure to not capitalize the code! **IE NS**

The linked text will show up in a different color, usually blue (or magenta if the user has visited the linked site before). You can change the color with the BODY command, see the chapters menu. Pictures will have a blue or magenta border, usually one dot width. You can change the width, or remove the entire border, with the IMG tag, see the "Pictures" chapter. To scan the pages for broken links and missing anchors, I've another program named LinkChecker. The program can be downloaded from http://www.calles.pp.se/nisseb/html_linkchecker.html.

Lists

There are three different list styles. All of them can include new lists.

- unordered list
- 2. ordered list
- definition list**
 - text, text, text

Unordered list

`<UL [TYPE=DISC|CIRCLE|SQUARE]>`

Stands for 'unordered list'. Starts a new unordered list. The bullet (•) can be changed with TYPE, between DISC (•), CIRCLE (°) and SQUARE (□). Must end with ``

`<LI [TYPE=DISC|CIRCLE|SQUARE]>`

Stands for 'list insert' or 'list item'. Starts a new line. It should be used within the `` tags, but it's not necessary. It should also end with ``, but that isn't necessary either.

Ordered list

`<OL [TYPE=A|a|I|i] [START=n]>`

Start a new ordered list in the same way as ``. TYPE changes the numbers in the front of the entries between A,B,C (A), a,b,c (a), I,II,III (I), i,ii,iii (i) and 1,2,3 (only ``). START starts the numeration at n. Must end with ``

`<LI [TYPE=A|a|I|i]>`

Stands for 'list insert' or 'list item'. Works in the same way as in an unordered list. Must end with ``

Definition list

`<DL>`

Starts a defined list. Must end with `</DL>`

`<DT>`

Stands for 'defined tag'. Insert a new 'header' in the list. The text shows up in bold. Must end with `</DT>`

`<DD>`

Use it to display normal text in a new line inside the list. Must end with `</DD>`

Menu list

There are also two other tags which look the same as a list. These are often used in ftp-pages, but aren't supported in all browsers.

`<MENU [DINGBAT=text] [CLEAR=align]>`

Starts the new menu list. DINGBAT is the name of an icon which will start the line. Can be "text.document", an icon of a small text file, "no" which is no dingbat at all, or about 30 others.

Directory list

`<DIR>`

About the same use as ``. Must end with `</DIR>`.

``

Start tag for a new list item inside the directory list. See unordered lists for more.

About Maps

Webmaps are also called imagemaps or clickable pictures. When the user clicks in the picture, he is linked to different pages depending on where in the picture he clicked. A map isn't written in the same way as an HTML file.

Webmaps consists of two files, a gif picture and the map file. They are written in a special file, and must be supported by the server. Talk to the administrator to find out if the server supports maps. If it does, it can either be in CERN format, NCSA format, or both. CERN is the company which originally developed the WWW, and NCSA has created, for example, Mosaic. Maps use a cgi-script (like a program) to run, but you can define the map within the HTML file if the user has a newer browser such like Netscape 2.0. These maps are called Client Side Image maps.

A much easier way to create those webmaps is to use my program Mapper which works like an editor where you don't need to learn either how to write the code or the locations of the objects. Mapper can be downloaded from <http://www.calles.pp.se/nisseb/mapper.html>.

NCSA format

In the NCSA format, all objects are separated with return characters. The list of objects starts with the objects ordered from the front to the back. It ends with the default url.

text

Defines a comment, not used by the browser.

rect url x,y x,y

Defines a rectangle.

circle url x,y x,y

Defines a circle. x,y is the center point and the edge point.

oval url x,y x,y

Defines an oval. x,y x,y is the rectangle of the oval.

poly url x,y...x,y

Defines a polugon. Each 'x,y' specifies a point.

point url x,y

Defines a point at x,y.

default url

Defines the default URL (locations where no other objects are defined. Must be after the objects.

url is always the URL (address) to the page which will be linked.

CERN format

In the CERN format, all objects are separated with return characters. The list of objects starts with the default url, followed by the objects ordered from the back to the front.

text

Defines a comment, not used by the browser.

default url

Defines the default URL (locations where no other objects are defined. Must be before the objects.

rect (x,y) (x,y) url

Defines a rectangle.

circle (x,y) rad url

Defines a circle specified by it's center point and radius.

poly (x,y)...(x,y) url

Defines a new polygon specified by a number of (x,y)'s.

url is always the URL (address) to the page which will be linked.

Client Side map format

Each object is separated by a linebreak (return). The objects is stored in order from the back to the front. If the user clicks in an area which is not specified as an object, there will be no action. See the 'picture' chapter for more about how to call and use these maps.

<MAP NAME="text">

Start tag of the map definition. Must end with </MAP>. NAME is the anchor, used by the IMG tag to locate the map

<AREA [SHAPE=rect|circ|le|poly[gon]] COORDS="x,y,x,y" [NOHREF] [HREF=url] [ALT=text] [TARGET=text]>

Indicates a map object. If SHAPE is not given, RECT will be used. HREF is the url to which a click in the object will point. NOHREF will make no action. COORDS is the coordinates for the object. With the shape RECT, it's written as "left,top,right,bottom". With the shape CIRCLE, use "center_x,center_y,radius" and with the shape POLYGON, use "x1,y1,x2,y2...". ALT is the text to be showed if the browser can't display the picture, the same as ALT in IMG. TARGET is a Netscape extension which opens the link in a (new) window or frame named "text". If text is "_blank", the window will be unnamed. If it is "_self", the current window or frame will be used.

Paragraphs

<BR [CLEAR=ALL|LEFT|RIGHT]>

Begin a new line under the startpoint of the current line. Use <BR CLEAR> to make the line start in the left or right margin, if you e.g. have a picture on the side of the text. Use CLEAR=ALL if you have pictures on both side of the text. CLEAR is not in the HTML standards. (IE NS)

<NOBR>

Stands for 'No BReak'. Use it if you want the text inside the tag to appears on the same line. Don't forget to end with </NOBR>. (IE NS)

<WBR>

Stands for 'word break'. Starts a new line if the browser need to. Use it, for example, inside a long word.

<P [ALIGN=LEFT|RIGHT|CENTER|JUSTIFY]>

Stands for 'paragraph'. Use it to start a new paragraph. Use ALIGN to start the line in the left, right or center part of the page. Justify makes straight margins. <P> can end with </P>, but it's optional. ALIGN=JUSTIFY is an Explorer extension. (IE)

<CENTER>

Use it to center text and pictures. Netscape tag, but well supported. Must end with </CENTER>. IE NS

<DIV ALIGN="left|center|right">

Aligns text, pictures and other contents together. Should probably end with </DIV>. IE NS

Rulers

<HR [SIZE=n] [WIDTH=n|n%] [ALIGN=LEFT|RIGHT] [NOSHADE] [COLOR=color]>

Use it to insert a horizontal line to separate text. The following tags can be used:

SIZE=n

Sets the height of the line in dots. Default is 1.

WIDTH=n|n%

Sets the width of the line, either in dots or in percent. Standard is 100%. IE NS

ALIGN=LEFT|RIGHT|CENTER

Sets the align of the line. IE NS

NOSHADE

Remove the 3D-look from the line. IE NS

COLOR=color

Defines the color of the line. IE

Pictures

``

Use it to insert pictures inside the pages. The following tags can be used after IMG:

`SRC="url"`

The path or destination to the picture file. Can be the whole url or just the filename, if the file is located in the same folder as the rest of the page.

`[ALT="text"]`

Use it to display text if the picture, by some reason, can't be loaded. This happens if the filepath is wrong, if the user stops the loading or the browser can't show pictures. Depending on your browser, the ALT-text can also be displayed while the image is loading, or when the pointer is moved over the graphic.

`[LOWSRC="url"]`

Use it to display a preview of the picture, for example a black and white picture. The LOWSRC picture loads first, while the SRC picture won't load until the page is done.

`[HEIGHT=nln%]`

Changes the height of the picture in dots or percent. Defining the height will make the page to be drawn faster.

`[WIDTH=nln%]`

Changes the width of the picture in dots or percent. Defining the width will make the page to be drawn faster.

`[ISMAP]`

Define that the picture is a imagemap, which means that the picture become links, defined by where on the picture the user clicks. Please read the Maps chapter for more.

`[USEMAP=#anchor]`

Defines that the picture is a Client-Side map. These map data is stored within a document. anchor is the name of the map, see the 'Maps' chapter for more. USEMAP can be used together with ISMAP. If the browser doesn't supports Client-Side maps, ISMAP will be used instead.

`[BORDER=n]`

Define the width of the border around the picture in dots. If the picture is a link, the border will be colorized.

`[VSPACE=n]`

Define the vertical space to the text next to the picture. **IE NS**

`[HSPACE=n]`

Define the horizontal space to the text next to the picture. **IE NS**

`[NAME="text"]`

An optional parameter which is mostly useful in external languages such as Javascript. **IE**

NS

[ALIGN=LEFT|RIGHT|TOP|TEXTTOP|MIDDLE|ABSMIDDLE|BASELINE|BOTTOM|ABSBOTTOM]

Align the picture on the page. Left and right aligns the picture to the left resp. right side of the page. TOP puts the top side of the picture in the same height as the highest thing on the line. TEXTTOP does the same with the highest character on the line. MIDDLE aligns the picture to the center of the baseline of the textline, while ABSMIDDLE aligns it to the center of the middleline of the text. BASELINE and BOTTOM put the bottom line of the pictures on the same height as the baseline of the textline. ABSBOTTOM put it on the same height as the bottom thing on the text line, e.g. in characters like g, j etc.

[DYN SRC=url]

Stands for 'Dynamic source' and defines the url to a sound or VRML file. If the browser doesn't support dynamic IMG's, the normal SRC will be used. A sound must be in the format .au, .wav eller .mid. VRML (Virtual Modelling Language) is a 3D standard for WWW pages. IE

[CONTROLS]

Defines if a DYN SRC object should display controls or not. IE

[LOOP=n|INFINITE]

Defines the number of loppes for a DYN SRC object. INFINITE starts over until the page is closed. IE

[START=FILEOPEN, MOUSEOVER]

Defines when the DYN SRC object will start. Both parameters can be used, or just a single. IE

Picture formats

The picture should be either in the gif or jpeg formats. Other file formats requires a special helper application or plugin for the browser, and isn't recommended. The gif format is developed by Compuserve, and allows transparency pictures, interlaced pictures (where it is displayed while it loads) and can be used as webmaps (please read the Maps chapter). Jpeg (Joint Photographers Expert Group) compresses the picture to be smaller than a gif file. You can set the quality of the jpeg-picture, here's room for experiments with your graphics! Netscape 2.x and Internet Explorer can read "progressive JPEG", which has almost the same features as the gif format, but is not a standard. GraphicConverter (shareware by Thorsten Lemke) and Photoshop (commercial by Adobe) are two good graphic programs with different advantages, but there's much more.

By using something called animated gifs, small animations can be used in the page. This feature requires no plugins, and is supported in both Netscape (2.x) and Explorer. It can however be very slow to load the page. Animations can be transparent, but according to a bug in Netscape, they are not sometimes. I'd recommend GifBuilder, a freeware by Aaron Giles, to make animated gif's, but there's probably other choices that can fit you

better.

Spacer

<SPACER TYPE=horizontal|vertical|block [SIZE=n] [...]>

TYPE is the type of space. Use horizontal to insert an empty space on the single line, vertical to insert space between paragraphs (for example) and block as an empty picture. block is two-dimensional, while the others are one-dimensional. SIZE is the height or width, not used with blocks. When using blocks, the HEIGHT, WIDTH and ALIGN properties can be used, in the same way as in the IMG tag. **NS**

Java applets

<APPLET [...]>

Inserts an applet, which is a small program written in the language Java. For more information about Java, visit sites like Yahoo, java.sun.com, etc. This is just a short listing of the common HTML-tags. Must end with </APPLET>. The following parameters can be used: **NS IE**

ALIGN=left|center|right

Defines the alignment of the applet.

HEIGHT=n WIDTH=n

Defines height and width of the applet.

HSPACE=n VSPACE=n

Defines horizontal and vertical margins, similar to the IMG-tag.

CODE=text

Defines the name of the applet.

CODEBASE=url

Defines the url to the applet.

<PARAM NAME="text" VALUE="text">

Sends parameters to the applet.

Floating frames

Floating Frames is an Explorer extension. A floating frames works like a picture and can be placed anywhere in the page. See also the "Body & head tags" chapter for standard frames.

<IFRAME [...]><FRAME [...]></IFRAME>

Start and end tags for the floating frame. Since Microsoft changed the way to use the tag in the beta releases of Explorer, both the IFRAME and FRAME tags should be used. **IE**

NAME="text"

NAME is the name of the frame, for example used in the TARGET parameteres to refer to the specified frame.

SRC=url

The url to the page which should be placed within the tag.

WIDTH=n

Defines the width of the frame.

HEIGHT=n

Defines the height of the frame

[SCROLLING=yes|no|auto]

Defines if the frame should have scrollbars. If auto is used, scrollbars will be used if they are needed.

[HSPACE=n] [VSPACE=n]

Sets the horizontal and vertical space in the same way as the IMG tag.

[ALIGN=LEFT|RIGHT|TOP|TEXTTOP|MIDDLE|ABS|MIDDLE|BASELINE|BOTTOM|ABS|BOTTOM]

The same properties as the IMG tag..

[FRAMEBORDER=yes|no] [BORDER=n] [BORDERCOLOR=color]

The same properties as in the FRAMESET tag.

Layers

Layers is a new, powerful feature implemented into Netscape 4.0. You can put two or more layers in top of each others, make them overlap and create different effects on your pages. With some JavaScripting, you can make dynamic animations and much more. Just remember that very few of your visitors may have Netscape 4. **NS**

<LAYER ...>

This defines a new layer, which later must end with </LAYER>. The following parameters can be used:

[NAME="text"]

Defines the name of the layer, for use with external languages such as JavaScript. The first character must be alphabetical.

[LEFT=n] [TOP=n]

The topleft position of the layer, in pixels counted from the topleft of the page. By default, the layer will appear where the content of the layer should be displayed if the LAYER-tag wasn't used. Tags, for example new layers and style sheets, that are used

within the LAYER-tags will use TOP and LEFT as their default topleft.

[WIDTH=n]

The preferred width of the layer, in pixels. If the layer contains pictures wider than this, the layer will be enlarged. If the window is too small to display the entire layer, it will be thinner than the specified value.

[CLIP="[x1,y1,]x2,y2,..."]

The inline border of the layer, defining the invisible margins between the layer and the contents of the same. x1 is the number of pixels related to the LEFT value, y1 related to the TOP value and x2 and y2 the number of pixels to the right resp. bottom of the layer. If x1 and y1 are not specified, they will default to 0.

[Z-INDEX=n | ABOVE=layer | BELOW=layer]

These properties, only one can be used at a time, defines the stacking order of the layers. ABOVE and BELOW are self-explained, defining the next or previous layer in the stacking order. The value 'layer' is the name of an already created layer. Z-INDEX is a number which will be used to sort the layers. Layers with high Z-INDEX values are shown above layers with low numbers.

[VISIBILITY=show|hide|inherit]

This defines if the layers content should be visible, use show, or not, use hide. By default, it is set to inherit which is the same visibility as the parent layer.

BGCOLOR=color

Defines the background color of the layer. This will also make the layer opaque, which means that none of the underlaying objects will be visible.

BACKGROUND="url"

The url of a picture that will be shown as a background, overriding the BGCOLOR property. The background picture can be transparent.

Embedded objects

<EMBED SRC="url" [NAME=text] [WIDTH=n] [STANDBY="text"] [TYPE=mime] [HEIGHT=n] [...]>

This tag is used to include objects that requires a plug-in. For example, a QuickTime movie, a MIDI music sequence etc. You may need different parameters depending on which type of object you may use, but WIDTH and HEIGHT can be used most of the times. In the Read me-files for the plug-in, you can learn about how to include the plug-in in the HTML source. EMBED, and plug-ins, are Netscape tags, but supported in both Explorer and Cyberdog.

<NOEMBED>

If the browser doesn't support the plug-in, text within the <NOEMBED> tag will be displayed, usually as a link. Often used after a EMBED tag, <NOEMBED>

text</NOEMBED> As you can see, it must end with </NOEMBED>.

Special characters

Special characters are written either with the code, or as `&#ascii;`, where `ascii` is the ASCII code for the character. Sometimes the ASCII variant isn't usable, so use it only when needed.

character	ASCII	tag
"	34	<code>&quot;</code>
#	35	<code>&num;</code>
\$	36	<code>&dollar;</code>
%	37	<code>&percent;</code>
&	38	<code>&amp;</code>
'	39	<code>&apos;</code>
(40	<code>&lpar;</code>
)	41	<code>&rpar;</code>
*	42	<code>&ast;</code>
,	44	<code>&comma;</code>
-	45	<code>&hyphen;</code>
.	46	<code>&period;</code>
:	58	<code>&colon;</code>
;	59	<code>&semi;</code>
<	60	<code>&lt;</code>
>	62	<code>&gt;</code>
[91	<code>&lsqb;</code>
\	92	<code>&bsol;</code>
]	93	<code>&rsqb;</code>
^	94	<code>&circ;</code>

—	95	&lowbar;
`	96	&grave;
{	123	&lcub;
	124	&verbar;
}	125	&rcub;
~	126	&tilde;
¡	161	&iexcl;
¢	162	&cent;
£	163	&pound;
¤	164	&curren;
¥	165	&yen;
	166	&brvbar;
§	167	&sect;
®	168	&reg;
©	169	&copy;
À	192	&Agrave;
Á	193	&Aacute;
Â	194	&Acirc;
Ã	195	&Atilde;
Ä	196	&Auml;
Å	197	&Aring;
Æ	198	&AElig;
Ç	199	&Ccedil;
È	200	&Egrave;

É	201	É
Ê	202	Ê
Ë	203	Ë
Ì	204	Ì
Í	205	Í
Î	206	Î
Ï	207	Ï
Ñ	209	Ñ
Ò	210	Ò
Ó	211	Ó
Ô	212	Ô
Õ	213	Õ
Ö	214	Ö
Ø	216	Ø
Ù	217	Ù
Ú	218	Ú
Û	219	Û
Ü	220	Ü
Ÿ	221	Ý
ß	223	ß
à	224	à
á	225	á
â	226	â
ã	227	ã

ä	228	ä
å	229	å
æ	230	æ
ç	231	ç
è	232	è
é	233	é
ê	234	ê
ë	235	ë
ì	236	ì
í	237	í
î	238	î
ï	239	ï
›	240	ð
ñ	241	ñ
ò	242	ò
ó	243	ó
ô	244	ô
õ	245	õ
ö	246	ö
ø	248	ø
ù	249	ù
ú	250	ú
û	251	û
ü	252	ü

‡ 253 [ý](#);

— 254 [þ](#);

ÿ 255 [ÿ](#);

[](#) (no-break space, ascii 160) inserts a hard space.

Style sheets basics

Cascading Style Sheets, CSS, is a powerful addition to the HTML language which improves the layout of www-documents. It is supported in Explorer 3.x (with some bugs though) and Netscape 4.x. There are three methods to write the code, either local, global or linked. A local style sheet is the easiest one to use (and try), while global and linked style sheets are more powerful.

Local style sheets

STYLE="attrib1: value1;attrib2: value2;..."

Adding this parameter into a tag will change the appearance of the text between the start and end tags. Local style sheets can be called from almost every tag which has an ending tag, for example <DIV>, <P>, and . The attribute and the value are separated with colons and different attributes are separated with semi-colons. See below for available attributes.

Global style sheets

<STYLE TYPE="text/css">

This tag should be inserted before the BODY-tag. A global style sheet can be called anywhere in the document by defining the name of the definition, see below. TYPE is the MIME-type of the style, and must be "text/css".

<!-- HTML {attrib1: value1;attrib2: value2;...} TAG.name {attrib1: value1;attrib2: value2;...} -->

This code should be inserted between the <STYLE> and </STYLE> tags. To make the code invisible for old browsers, it's written as a comment. TAG is the tag name from which the definition will be called, for example FONT. name is the name of the definition and can be any word you wish. The code between { and } defines the attributes of the text which will use the definition. See below for available attributes. Using HTML instead of TAG.name defines the default attributes for the document, similar to the BASEFONT tag.

CLASS=name

Adding this parameter into a tag will change the appearance of the text between the start and end tags. The parameter can be called from almost every tag which has an ending tag, for example <DIV>, <P>, and , just like a local style sheet. name is the name defined in the code above.

Linked style sheets

<LINK REL=STYLESHEET HREF=url TYPE="text/css">

This tag should be inserted between the HEAD-tags. A linked style sheet is similar to a global style sheet, but use an external document instead. Using linked style sheets in a lot of pages, the appearance of the text can be changed by just edit the linked style sheet-file. HREF is the url to this file. The linked file can be any document which has global style sheet codes. TYPE is the MIME-type and must be "text/css".

CLASS=name

This parameter can be added to different tags in the same way as with a global style sheet, see above.

Style sheets attributes

font-size: n

The size of the text. n is a number followed by either "px" (for pixels), "in" (for inches), "pt" (for points) or "cm" (for centimeters), for example "10pt".

font-family: "font1, font2, ..., fontFamily"

Defines the font of the text. If font1 isn't available in the system, font2 will be used, and so on. Finally you should define one or many font families, which tells the browser how the font should be displayed. For example, if the monospaced font you've defined doesn't exist, adding "monospace" will display another monospaced font instead of the standard font. fontFamily can be either sans-serif, serif, cursive, fantasy or monospace.

font-weight: weight

Defines the weight, boldness, of the text. weight can be, for example, light, extra-light, demi-light, bold, extra-bold, demi-bold or medium.

font-style: normalitalic

Defines the style of the text.

line-height: n

Defines the space between two baselines. n is a number followed by either "px" (for pixels), "in" (for inches), "pt" (for points) or "cm" (for centimeters), for example "10pt".

color: color

Set the color of the text. Read more about available colors in the Textstyles-chapter.

text-decoration: underlinelitalicline-throughnone

Similar to text-style but with more options.

margin-left: n

Defines the left margin. n is a number followed by either "px" (for pixels), "in" (for inches), "pt" (for points) or "cm" (for centimeters), for example "10pt".

margin-top: n

Defines the top-margin. n is a number followed by either "px" (for pixels), "in" (for inches), "pt" (for points) or "cm" (for centimeters), for example "10pt".

`text-align: left|center|right`

Defines the align of the text.

`text-indent: n`

Defines the space to the left margin. n is a number followed by either "px" (for pixels), "in" (for inches), "pt" (for points) or "cm" (for centimeters), for example "10pt".

`background: URL(url)|color`

Defines the background, either a picture defined by its URL or a color. See the Textstyles-chapter for information about available colors. As you can see, an URL should be written within parentheses.

Tables

<TABLE [...]>

Start tag of a table. Must end with the </TABLE> tag. The following parameters are allowed:

ALIGN=left|right

Align the table. **IE NS**

BORDER=n

Gives the table a 3D-look. n is the width of the border in dots.

CELLSPACING=n

Sets the space between cells in dots.

CELLPADDING=n

Sets the space between the contents of the cells to the cells border.

WIDTH=n|n%

Sets the width of the table in dots or in percent of the page.

HEIGHT=n|n%

Sets the height of the table in dots or in percent of the page.

BACKGROUND=url

Defines a background of the table. **IE**

BGCOLOR=color

Defines the background color of the table. Requires Explorer or Netscape 3.x. **IE NS**

BORDERCOLOR=color

Defines the border color of the table. **IE**

BORDERCOLORLIGHT=color

Defines the light shadow color of the table. **IE**

BORDERCOLORDARK=color

Defines the dark shadow color of the table. **IE**

FRAMES=void|above|below|lhsides|vsides|lhs|rhs|box

This is an Internet Explorer which defines which sides of the table border that will be displayed. **IE**

RULES=NONE|ROWS|COLS|GROUPS

This is an Internet Explorer tag that can be used to just show horizontal or vertical rules in the table. NONE will just show the table frame. GROUPS will display lines between the THEAD, TBODY and TFOOT tags. **IE**

Table tags

`<CAPTION [ALIGN=TOPIBOTTOM]>text</CAPTION>`

"text" will be the tables header. Use this tag inside the `<TABLE>` tag, but not within lines. You can show the header over or under the TABLE by setting ALIGN to TOP resp. BOTTOM.

`<TR [ALIGN=LEFTCENTERRIGHT] [VALIGN=TOPMIDDLEBOTTOMBASELINE]
[BACKGROUND=url] [BGCOLOR=color] [HEIGHT=nl%] [BORDERCOLOR=color]
BORDERCOLORLIGHT=color] [BORDERCOLORDARK=color]>`

Start a new line in the table. ALIGN sets the horizontal adjustments for the lines text and VALIGN the vertical adjustment. BGCOLOR is a background color. HEIGHT is the minimum height of the row in pixels or percent. HEIGHT is not defined in a HTML standard, but works in Netscape 2.x. Do not need to end with `</TR>` according to HTML 3.2, but see below about nested tables. (IE)

`<TD|TH [ALIGN=LEFTCENTERRIGHT] [VALIGN=TOPMIDDLEBOTTOMBASELINE]
[NOWRAP] [COLSPAN=N] [ROWSPAN=N] [WIDTH=N] [BACKGROUND=url]
[BGCOLOR=color] [HEIGHT=nl%] [BORDERCOLOR=color] BORDERCOLORLIGHT=color]
[BORDERCOLORDARK=color]>`

TD and TH insert a new cell. TH stands for 'table header' and displays the contents of the cell in **bold**. ALIGN sets the adjustments of the text. NOWRAP prevents the browser from wrapping the cell contents. COLSPAN can be used to let the cell go over more than one column. Default is 1. ROWSPAN is the same thing, but let the cell go over more than one line. Default setting is 1. WIDTH sets the width of the cell. BGCOLOR is a background color. HEIGHT is the minimum height of the cell in pixels or percent. (IE)

`<THEAD>, <TBODY>, <TFOOT>, <COLGROUP>, <COL>`

This is Explorer extensions, mostly for use with the FRAME parameter to the TABLE tag. Not supported in other browsers and therefore not detailed explained here. IE

The ending `</TR>`, `</TD>` or `</TH>` is not required in HTML 3.2 since any following tag defining a row, cell or table closes the previous cell definition, but because of a bug in Netscape Navigator it is necessary to include these end tags when using nested tables.

Physical Styles

**** **Bold**

<I> *Italic*

<U> Underlined

<TT> Monotype font, usually Courier

<S[TRIKE]> Strike through style. HTML 3.0 tag.

<SUP> Stands for 'superscript'. HTML 3.0 tag.

<SUB> Stands for 'subscript'. HTML 3.0 tag.

All physical styles must end with </...>, for example

Change textsize

n is a number between 1 (smallest text) and 7 (largest). You can also increase and reduce the size, for example +3. COLOR is the color of the text. FACE is a comma-separated list of fontnames. If the first font isn't installed on the computer, the second font will be used, and so on. You can also change the default textsize with the BASEFONT tag, which is described in the first chapter. (IE NS)

<Hn [...]>

Change the size of a header. n is a number between 1 (largest) and 6 (smallest). When starting a new header, it will always begin in a new line. The text will normalize after the headers end. Must end with </Hn> Some HTML 3.0 parameters are available, such like ALIGN, DINGBAT, NOWR and CLEAR. More information about these parameters can be founded in the Links and Paragraphs chapters.

<BIG>

Makes the text big. HTML 3.0 tag. Must end with </BIG>.

<SMALL>

Makes the text small. HTML 3.0 tag. Must end with </SMALL>.

Logical Styles

Emphasized text text. Shows up in *italic*.

<CITE>

Titles. Shows up in *italic*.

<CODE>

Machinecode. Shows up in a typewriter font e.g. courier.

<KBD>

Stands for 'user keyboard entry', when you want the user to type in a text. Shows up in a typewriter font, e.g. courier. Sometimes **bold**.

<COMMENT>

Text within this tag won't show up in a newer browser.

<!-- Text -->

Comments between <! and > are ignored by the browser.

<SAMP>

Stands for 'computer status message'. Shows up in a typewriter font, e.g. Courier.

Strongly emphasized text. Shows up in **bold**.

<VAR>

Stands for 'variable'. Shows up in *italic*.

<XMP>

Stands for example, shows up in a typewriter font.

<ADDRESS>

Shows up in *italic*. Use it in the end of the document to display the authors email address, for example.

<BLOCKQUOTE>

Use it to separate a text from the rest of the page.

<HYPE>

A Netscape-joke that only works on Macintosh versions. **NS**

<PLAINTEXT>

Temporarily turn off the HTML and displays the source. Not recommended to use. Must end with </PLAINTEXT>.

<PRE [WIDTH=n]>

Make the browser to use the same textstyles as in the HTML code, including wordwraps. WIDTH=n sets the maximum length of a line in characters. Link tags (<A HREF>) works within a <PRE> text.

Defines style sheet formattings to the text, please see the Style sheets-chapter.

<BLINK>

Use it to make the text blink. **NS**

<DFN>

Defines a text. Shows up in *italic*. HTML 3.0 tag.

<LISTING>

Works like the <TT> tag.

<Q>

Stands for "Short quotation". HTML 3.0 tag.

<PERSON>

HTML 3.0 tag. Shows up the same as normal text in most browsers.

<AU>

Stands for "Author name". HTML 3.0 tag.

All logical styles must end with </...>, for example

Multi columns

<MULTICOL COLS=n [GUTTER=n] [WIDTH=n]>

This is a Netscape extension, added in Netscape 3.0. The text within this tag will show up in columns. COLS is the number of columns, GUTTER the space between the columns in pixels, usually 10, and WIDTH the width of the columns in pixels. All columns has the same width. **NS**

Scrolling text

<MARQUEE...>

An auto-scrolling text. The following parameters can be used: **IE**

WIDTH=nln% HEIGHT=nln%

Sets the width and height of the marquee.

VSPACE=n HSPACE=n

Defines the space between the vertical and horizontal ends of the marquee.

ALIGN=TOP|MIDDLE|BOTTOM

Sets the align of the marquee.

BEHAVIOR=SCROLL|SLIDE|ALTERNATE

Defines the method for the marquee to be used. SCROLL scrolls the text from one side to the other and is the default value. SLIDE does the same, but stops when the text has reached the other side, and is still displayed. ALTERNATE bounces the text between the sides.

DIRECTION=LEFTIRIGHT

Defines the side to start from.

BGCOLOR=color

Defines the background color for the marquee.

LOOP=n|INFINITE

Defines the number of loops for the text. INFINITE loops until the page is closed.

SCROLLAMOUNT=n

Sets the number of pixels between succeeded drawn text scrolls.

SCROLLDELAY=n

Sets the number of milliseconds between succeeded drawn scrolls.

Color names

COLOR=#rrggbb|colorname

Colors can be specified either by its RGB (red-green-blue) value or by a name. There is sixteen supported colornames: aqua, black, blue, fuchsia, gray, green, lime, maroon, navy, olive, purple, red, silver, teal, white and yellow. You may change the color with the <BASE> and tags.